

FIG. 1A

150

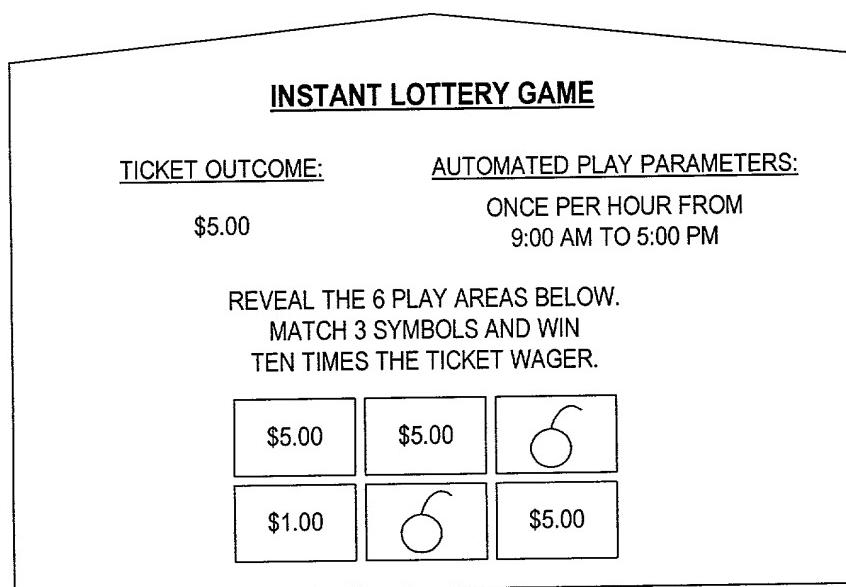


FIG. 1B

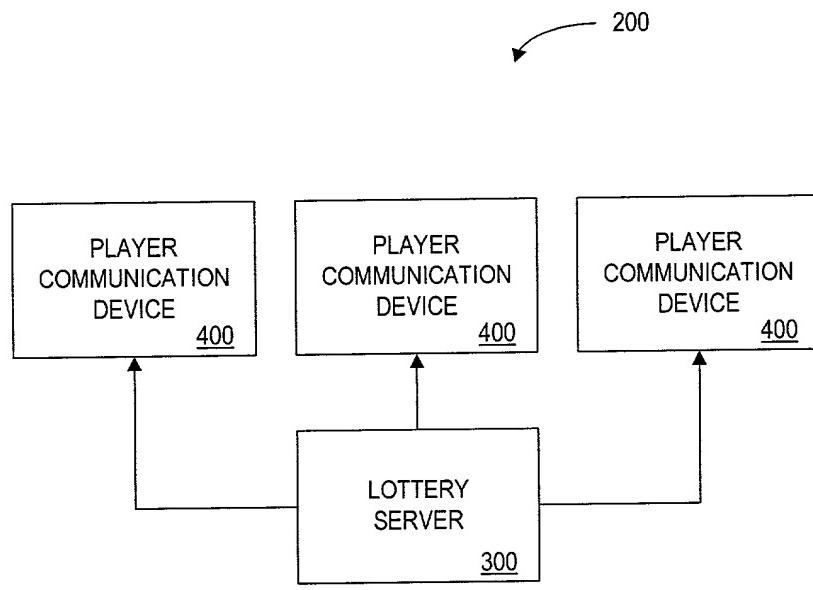


FIG. 2

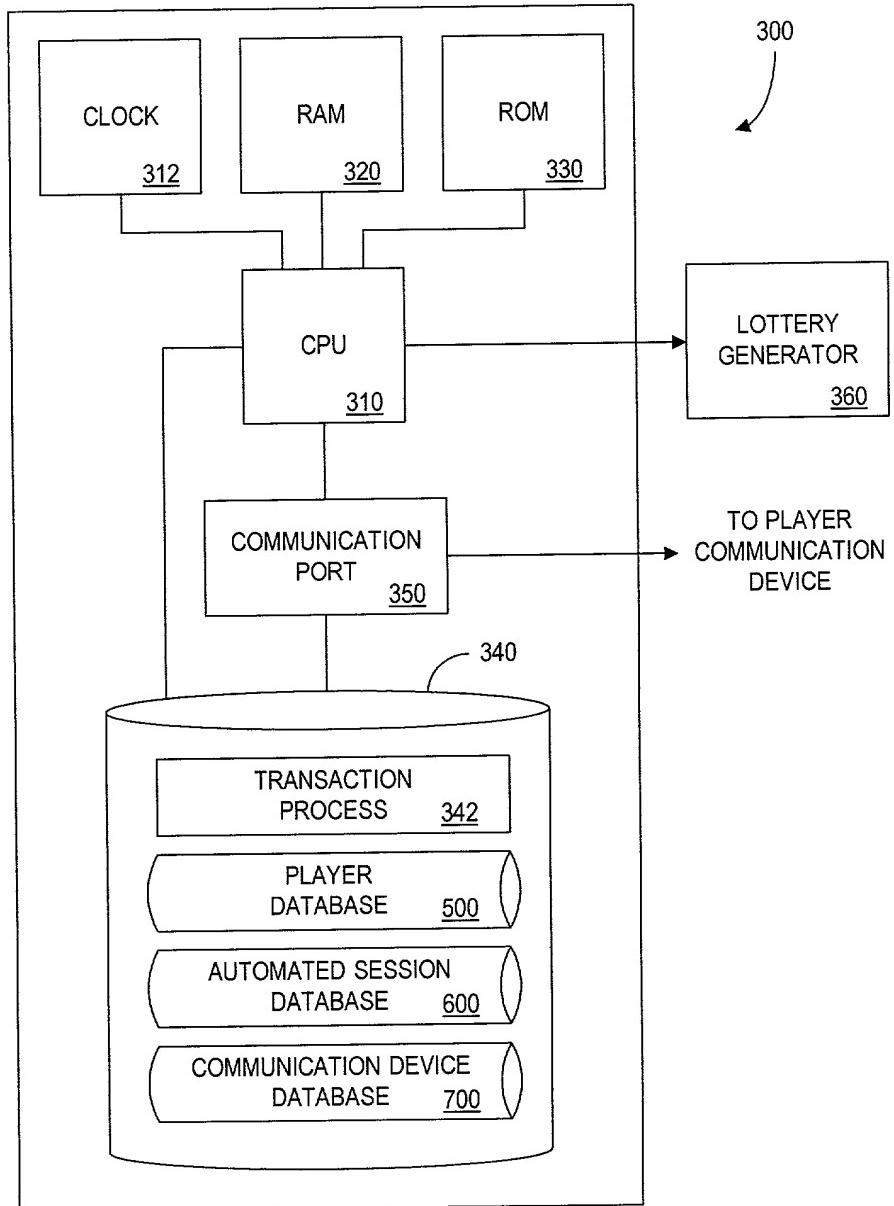


FIG. 3

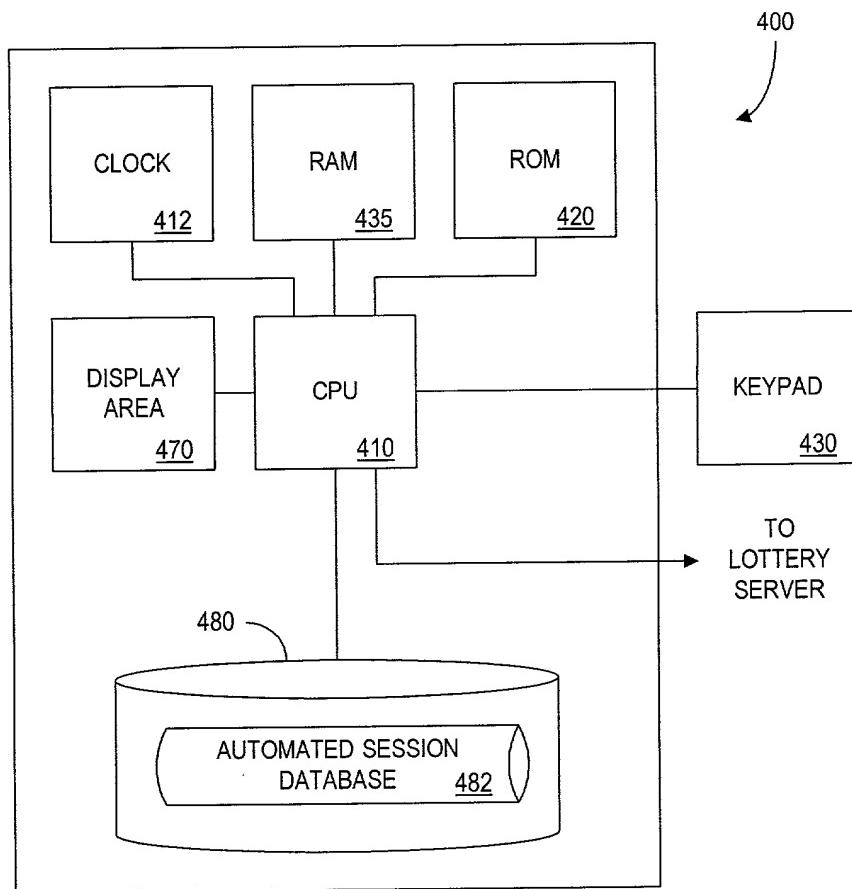


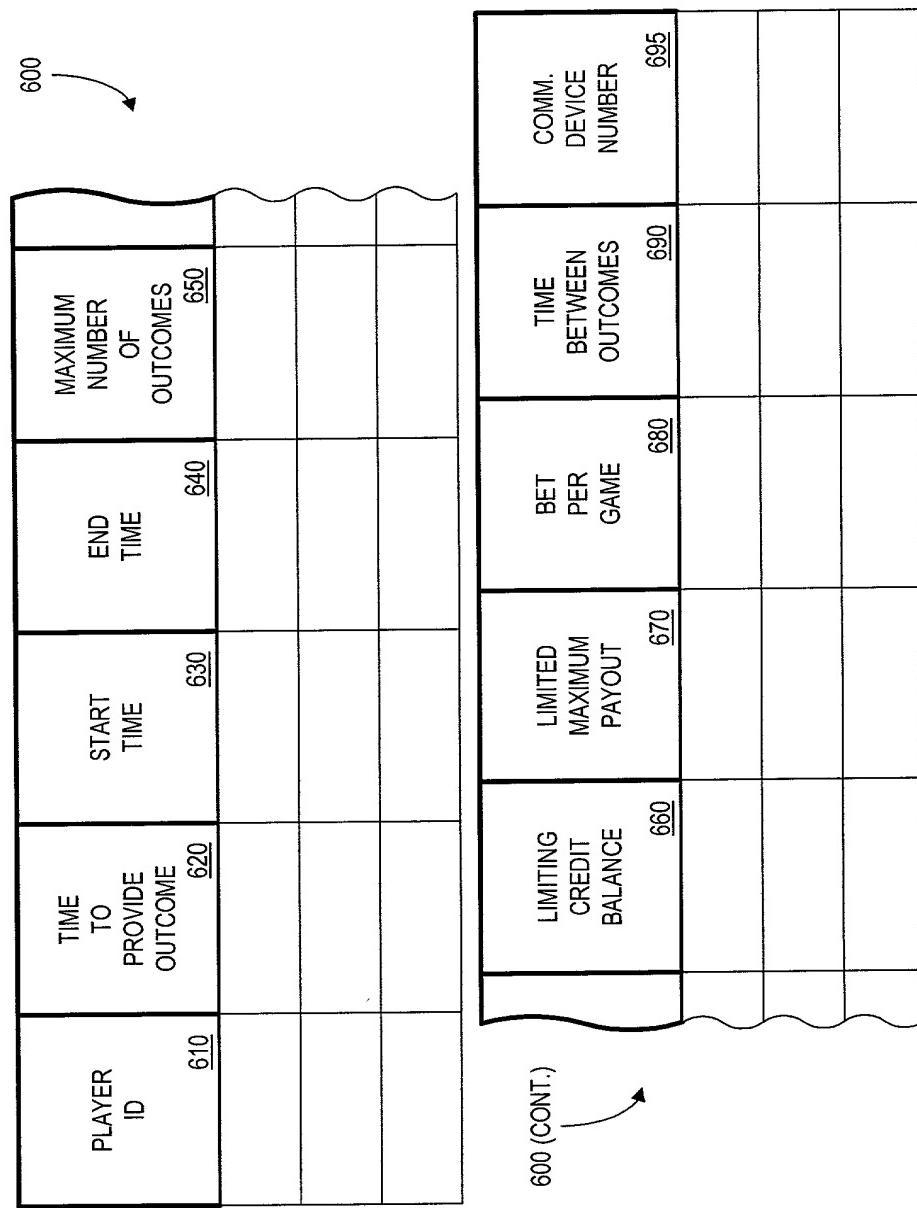
FIG. 4

FIG. 5

500

NAME	SOCIAL SECURITY NUMBER	PLAYER ID	ADDRESS	PHONE NUMBER	CREDIT CARD NUMBER	CREDIT CARD BALANCE
510	520	530	540	550	560	570

FIG. 6



The diagram illustrates two tables, each with four columns. Arrows point from specific columns in both tables to labels 600 and 600 (CONT.).

Table 1: This table has four columns: Player ID, Time to Provide Outcome, Start Time, and End Time. The End Time column contains the value 640. An arrow points from this value to the label 600.

PLAYER ID	TIME TO PROVIDE OUTCOME	START TIME	END TIME
<u>610</u>	<u>620</u>	<u>630</u>	<u>640</u>

Table 2: This table has four columns: Limiting Credit Balance, Limited Maximum Payout, Bet Per Game, and Time Between Outcomes. The Bet Per Game column contains the value 680. The Time Between Outcomes column contains the value 690. An arrow points from the Limiting Credit Balance column to the label 600 (CONT.).

LIMITING CREDIT BALANCE	LIMITED MAXIMUM PAYOUT	BET PER GAME	TIME BETWEEN OUTCOMES
<u>660</u>	<u>670</u>	<u>680</u>	<u>690</u>

FIG. 7



COMMUNICATION DEVICE NUMBER	COMMUNICATOR IDENTIFIER	PLAYER ID	COMMUNICATION TIME OUT	COMMUNICATION TIME IN
710	720	730	740	750

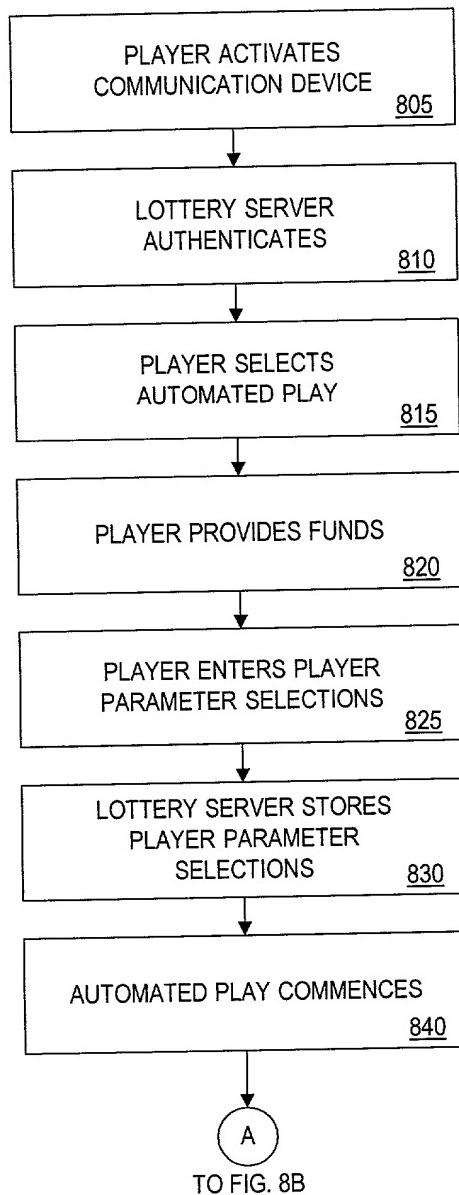


FIG. 8A

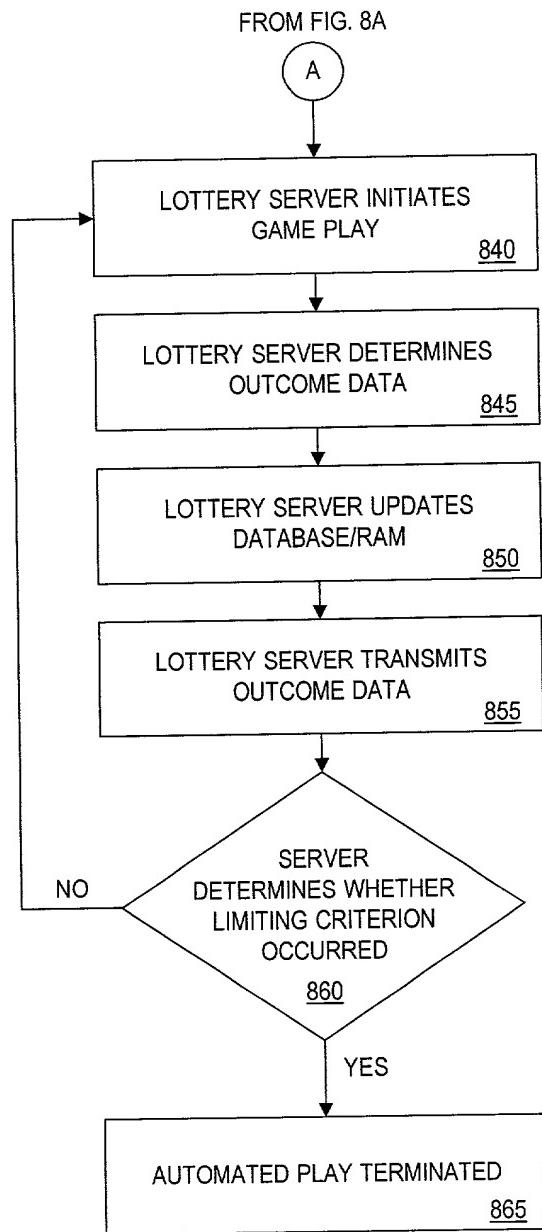


FIG. 8B

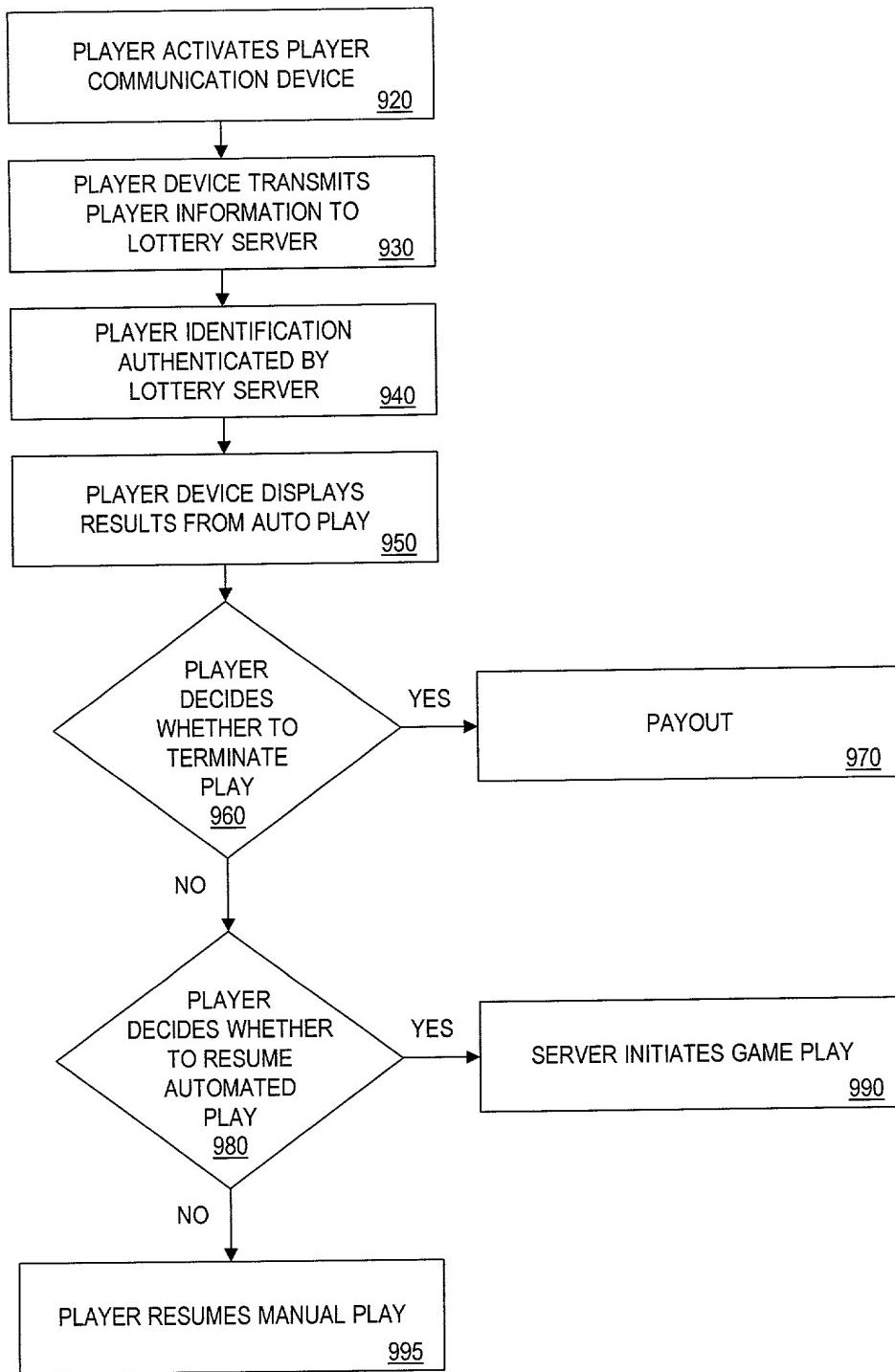


FIG. 9